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Subject: Mapping Problem-Unable to split node.  
Posted by [Joey-Y](#) on Sat, 28 Jun 2003 03:31:46 GMT  
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I just took the 2nd level's dam area (inside and out) and made it a separate level with working buildings and so on. When i load in Commando Level Editor, it loads alot of the stuff in the text window then suddenly stops, displays more then a dozen "UNABLE TO SPLIT NODE! OBJECT 4" style messages. Then nothing but a blank blue screen.

This same thing happens when i more then one of any SP building or unit set inside the W3D level file as terrain or animated model.

Whats the problem? I made sure the map wasnt over sizes (its 700M due to cliff scenery) and i made sure nothing was named the same. Anyone know the problem's anser?

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Subject: Re: Mapping Problem-Unable to split node.  
Posted by [Captkurt](#) on Sat, 28 Jun 2003 03:38:36 GMT  
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Joey-YI just took the 2nd level's dam area (inside and out) and made it a separate level with working buildings and so on. When i load in Commando Level Editor, it loads alot of the stuff in the text window then suddenly stops, displays more then a dozen "UNABLE TO SPLIT NODE! OBJECT 4" style messages. Then nothing but a blank blue screen.

This same thing happens when i more then one of any SP building or unit set inside the W3D level file as terrain or animated model.

Whats the problem? I made sure the map wasnt over sizes (its 700M due to cliff scenery) and i made sure nothing was named the same. Anyone know the problem's anser?  
For starters, make sure you're working within you're Mod folder?  
C:\Program Files\RenegadePublicTools\LevelEdit\your maps here.

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Subject: Mapping Problem-Unable to split node.  
Posted by [YSLMuffins](#) on Sat, 28 Jun 2003 03:38:54 GMT  
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Did you take the same w3d file but re-added them as a different preset? Why not just make a new map but \*make\* the current preset that already existed in that level.

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Subject: Mapping Problem-Unable to split node.  
Posted by [Joey-Y](#) on Sat, 28 Jun 2003 03:53:00 GMT  
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im working within the mod files. yes i do know that much

not sure exactly...im not that good with gmax, i just make simple levels best i can...

i just took original level, cut out everythng i didnt want, merged the 2 SP buildings into it so i could have what i wanted (i took the original oblisk and the pwoerplant models off the map and readded them from SP) then went straight to export....

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Subject: Mapping Problem-Unable to split node.  
Posted by [Joey-Y](#) on Sat, 28 Jun 2003 17:49:57 GMT  
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!BUMP! I still need help with this!

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Subject: Mapping Problem-Unable to split node.  
Posted by [Captkurt](#) on Sat, 28 Jun 2003 18:14:32 GMT  
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Joey-Y!BUMP! I still need help with this!  
From what I've read, it sounds like your doing your editing within the Level Editor, not RenX, if this is the case, that's your problem.

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Subject: Mapping Problem-Unable to split node.  
Posted by [Joey-Y](#) on Sat, 28 Jun 2003 18:39:13 GMT  
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no, i took, in gamx, the singleplayer buildigns they had at the dam (oblisk/powerplant) and put them back in from single player building pack. that, deleted all the parts of the level since I did not need those p[arts. didnt chnage ANYTHING else (excpetadding dam interiors). and then imported to CLE with wont laod it..

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Subject: Mapping Problem-Unable to split node.  
Posted by [Captkurt](#) on Sat, 28 Jun 2003 18:48:12 GMT  
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Joey-Y and then imported to CLE with wont laod it..

What is CLE, and why are you importing. you should be Exporting from RenX.

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Subject: Mapping Problem-Unable to split node.

Posted by [Joey-Y](#) on Sat, 28 Jun 2003 19:21:15 GMT

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CLE is commando levle editor, importing is importing the W3D file into the editor for use. i see editor importing the mapo itno it, not opening due to the original W3D file is not touched when you editr the elvel in CLE.

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Subject: Mapping Problem-Unable to split node.

Posted by [Captkurt](#) on Sat, 28 Jun 2003 19:27:00 GMT

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Joey-YCLE is commando levle editor, importing is importing the W3D file into the editor for use. i see editor importing the mapo itno it, not opening due to the original W3D file is not touched when you editr the elvel in CLE.

I still have a problem with the term "import". if you're in Level Edit, then you should just do a open, or load, not import if it's a Export of RenX's.

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Subject: Mapping Problem-Unable to split node.

Posted by [Joey-Y](#) on Sat, 28 Jun 2003 19:34:18 GMT

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when i say import to CLE, just replace those words with opened in CLE. i jsut got a habbit of saying i improted it into a different program. i exported to w3d, the imported/opened it in CLE after palcing it in the elvels fodler in CLE's fodler that i got my maps. see now?

in one swif,t and correct way.

i edit a WW level after improting it into gmax through w3d to gmax improting tool. i take out what i dont want, add what i do, wich is 2 SP buildings. i export as W3D. open in CLE, and it gives uanble to split node.

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Subject: Mapping Problem-Unable to split node.

Posted by [Captkurt](#) on Sat, 28 Jun 2003 19:37:28 GMT

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unable to split node.

I see, but let me tell you this, there is a difference. You should use the correct terms, then we would understand you better.

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Subject: Mapping Problem-Unable to split node.  
Posted by [Joey-Y](#) on Sat, 28 Jun 2003 19:41:31 GMT  
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yeah, sorry bout that, but as you can see i rarely seek help

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Subject: Mapping Problem-Unable to split node.  
Posted by [Captkurt](#) on Sat, 28 Jun 2003 19:44:20 GMT  
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Joey-Yyeah, sorry bout that, but as you can see i rarely seek help  
Whatever, that's no excuse. if you ask for help once or 1000 times, why not be in a place that will be understood by the person or persons you're asking help from. don't try to justify.

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Subject: Mapping Problem-Unable to split node.  
Posted by [Joey-Y](#) on Sat, 28 Jun 2003 19:49:30 GMT  
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anyways, from my restatement in what i beleive to be correct for you, do you know what is wrong.

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Subject: Mapping Problem-Unable to split node.  
Posted by [Captkurt](#) on Sat, 28 Jun 2003 19:55:58 GMT  
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Joey-Yanyways, from my restatement in what i beleive to be correct for you, do you know what is wrong.  
The only other thing that comes to mind now is that maybe you deleted something that you didn't mean to delete. Suggestion, go back to the full load and re do the deletes, and make sure of what it is that your deleting.

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Subject: Mapping Problem-Unable to split node.  
Posted by [Joey-Y](#) on Sat, 28 Jun 2003 20:35:37 GMT  
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happend AGAIN... i noticed it happend to me when i added cliffs around the nod powerplant and

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its terrain WW had together in the buildingszip, when i tried loading it it wouldnt...maby i should reinstall?

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Subject: Mapping Problem-Unable to split node.  
Posted by [Captkurt](#) on Sat, 28 Jun 2003 22:03:29 GMT  
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man, I just don't know. but if I think of something I'll let you know.

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Subject: Mapping Problem-Unable to split node.  
Posted by [Joey-Y](#) on Sun, 29 Jun 2003 00:28:29 GMT  
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k, thanks. im gonan try reisntlaling after i finish what maps that will load.

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Subject: Mapping Problem-Unable to split node.  
Posted by [Captkurt](#) on Sun, 29 Jun 2003 00:52:45 GMT  
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Joey-Yk, thanks. im gonan try reisntlaling after i finish what maps that will load.  
That is prob. worth trying.

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Subject: i had that problem....  
Posted by [Lynqoid](#) on Thu, 10 Jul 2003 16:13:52 GMT  
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i had that problem and havent solved it, it happened when i was working with textures and uv maps cant get my level to load now cos i dunno how to get rid of the textures, i can get rid of the uv maps but the textures one leave my objects alone :S

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Subject: Mapping Problem-Unable to split node.  
Posted by [bigwig992](#) on Thu, 10 Jul 2003 19:38:46 GMT  
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I get unable to split node all the time, I don't know what it means, but it doesn't relate to your problem.

1. Your w3d name, make it something short like "dam.w3d".
2. Think about it, single player levels were HUGE, so the dam was probley off in like 500,254,

100. In other words, look around your level. It could be anywhere, don't expect it to pop up right in the middle. Try using the instances tab, double click on terrain, then your terrain model, it should have a bunch of different mesh names. Click on any one of them, and click "go to". If that doesn't work, try it with the w3d model itself. If all else fails, go back into RenX, write down the x y z (make sure you're using metric measurements), go back into commando, click on camera, then fill in the x y z in there. Then SAVE so you don't have to go through that mess any more.

Hope this helps.

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